LISTING 1

```
main()
{
        for (;;)    // get windows message looply.
    {
            while(PeekMessage(&msg, NULL, 0, 0, PM_REMOVE))
            {
                    TranslateMessage(&msg);
            DispatchMessage(&msg);
            }
            if (g_nPlayStatus==STATUS_PLAYING)   // if in playback mode
                    CheckPlay();
            else
                    WaitMessage();
    }
}


BOOL CheckPlay()
{
        lVideoPlayerNowPlayTime = timeGetTime() - m_lWindowStartTime +
m_lMediaStartTime;

        if (lVideoPlayerNowPlayTime >= M_lChainTotTime)   // if current time past
the total duration of video clips.
        {
                //end.
        }

        pVideo1 = GetCurrentVideo1( lVideoPlayerNowPlayTime );       // get current
video from timeline
        pVideo2 = GetCurrentVideo2( lVideoPlayerNowPlayTime );

        pEffect = GetCurrentEffect( lVideoPlayerNowPlayTime );
        pTitle = GetCurrentTitle( lVideoPlayerNowPlayTime );
        pTransition = GetCurrentTransition( lVideoPlayerNowPlayTime );
        pAudio1 = GetCurrentAudio1( lVideoPlayerNowPlayTime );
        pAudio2 = GetCurrentAudio2( lVideoPlayerNowPlayTime );

        if (pVideo1 != oldVideo1)       // if current video is not the old one, that
means the old one is finished.
        {
                close old Video1;
                open pVideo1;
                OldVideo1=Video1;
        }
        if (pVideo2 != oldVideo2)
        {
                close old Video2;
                open pVideo2;
                OldVideo2=Video2;
        }

        if (pVideo1)                // if there is a video in timeline
        {
                pVideo1->Update();  // update the video, get the new frame from
video file 1.
        }
```

```
    if (pVideo2)            // if there are 2 videos in timeline
    {
            pVideo2->Update();   // update the video, get the new frame from
video file 2.
    }
    if (pTransition)  // if there is transition in timeline
    {
            pNewFrame=RenderTransition(pVideo1,pVideo2,pTransition);   // render
transition effect of video1 and video2 to new frame.
    }else
            pNewFrame=pVideo1.currentFrame;   //push current frame of Video1 to
pNewFrame;

    if (pEffect)
    {
            pNewFrame = RenderEffect(pNewFrame,pEffect);   // render current
effect to new frame
    }
    if (pTitle)              // if there is title effect in timeline

    {
            pNewFrame = RenderTitle(pNewFrame,pTitle);
    }
    ShowCurrentFrame(pNewFrame);   // display current frame in screen.

    PlayBackSegmentOfAudio();        // update audio buffers and render them to
directsound.
}
```